

FIG. 1

Subtitle PES Packet Structure

```
PTS
Number_of_Text_objects
Number_of_BMP_objects
Text_presence_flag
BMP_presence_flag
Page_composition_segment ()
Global pallete
Global transparency array
Region_composition_segment ()
    num_of_objects
    for (i=0; i<num_of_objects; i++){
        object_id
        object_horizontal_position
        object_vertical_position
    }
}

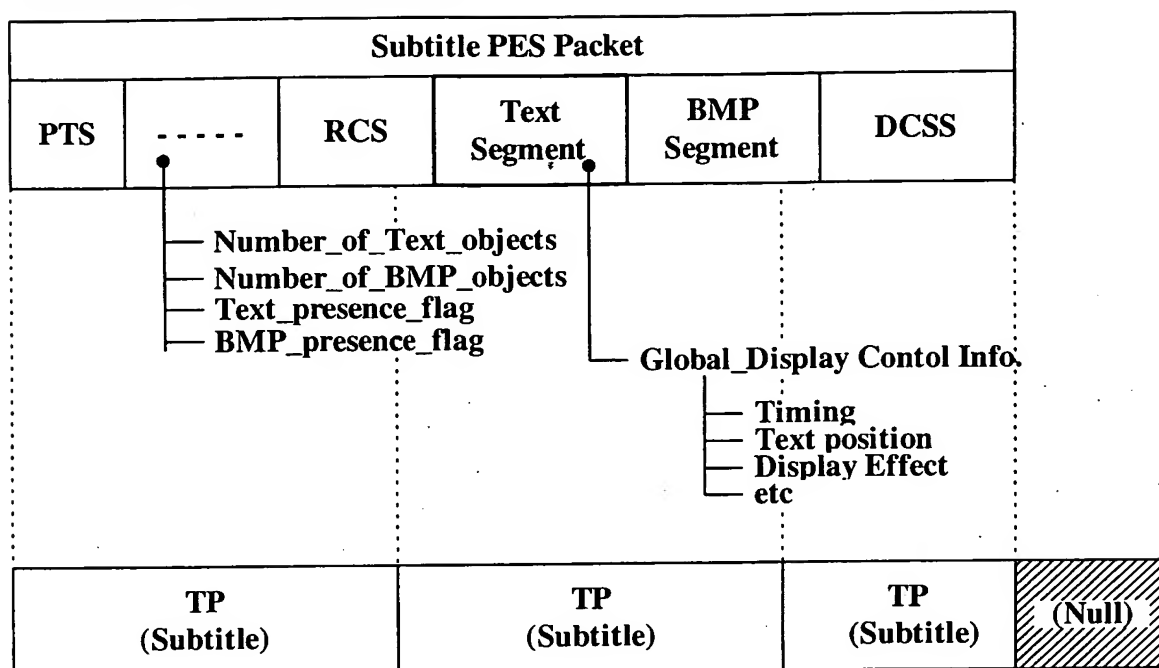
Text_segment (){
    for (i=0; i<num_of_TEXT_objects; i++){
        object_id
        num_of_charactor codes
        for (j=0; j<num_of_charactor codes; j++){
            charactor code
        }
    }
}

BMP_segment (){
    for (i=0; i<num_of_BMP_objects; i++){
        object_id
        BMP
    }
}

Display_control_sequences_segment (){
    for (i=0; i<num_of_display_sequences; i++){
        Display_sequence (){
            object_id
            Cut in time & Cut out time of the dislay control sequence
            MNG chunk like information
        }
    }
}
```

FIG. 2

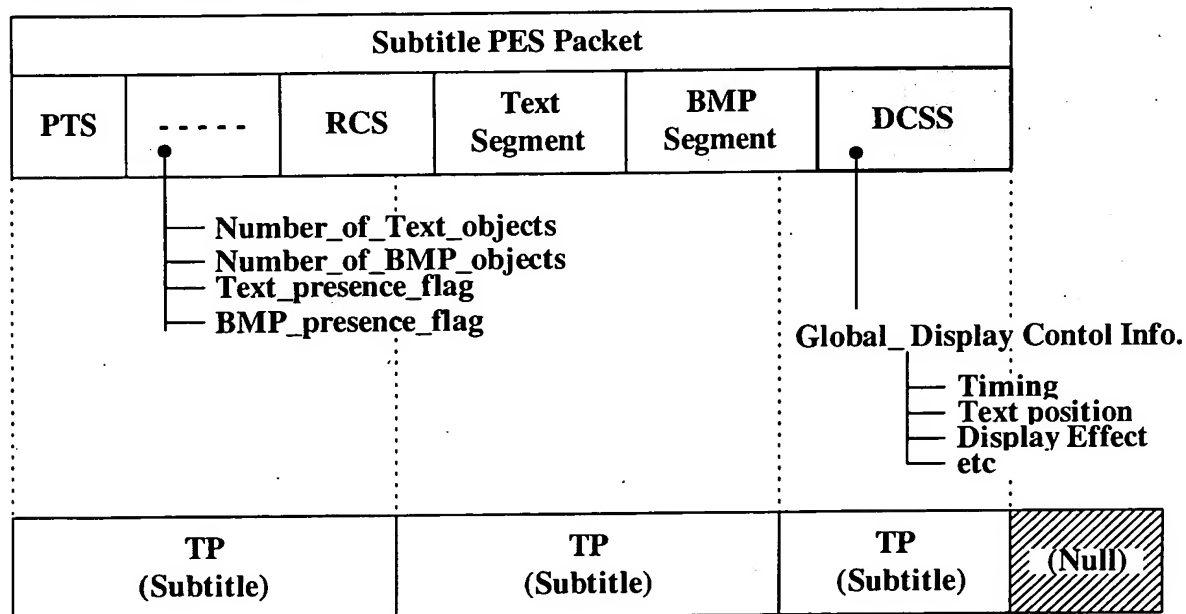
Packetized Elementary Stream



Transport Stream

FIG. 3

Packetized Elementary Stream



Transport Stream

FIG. 4

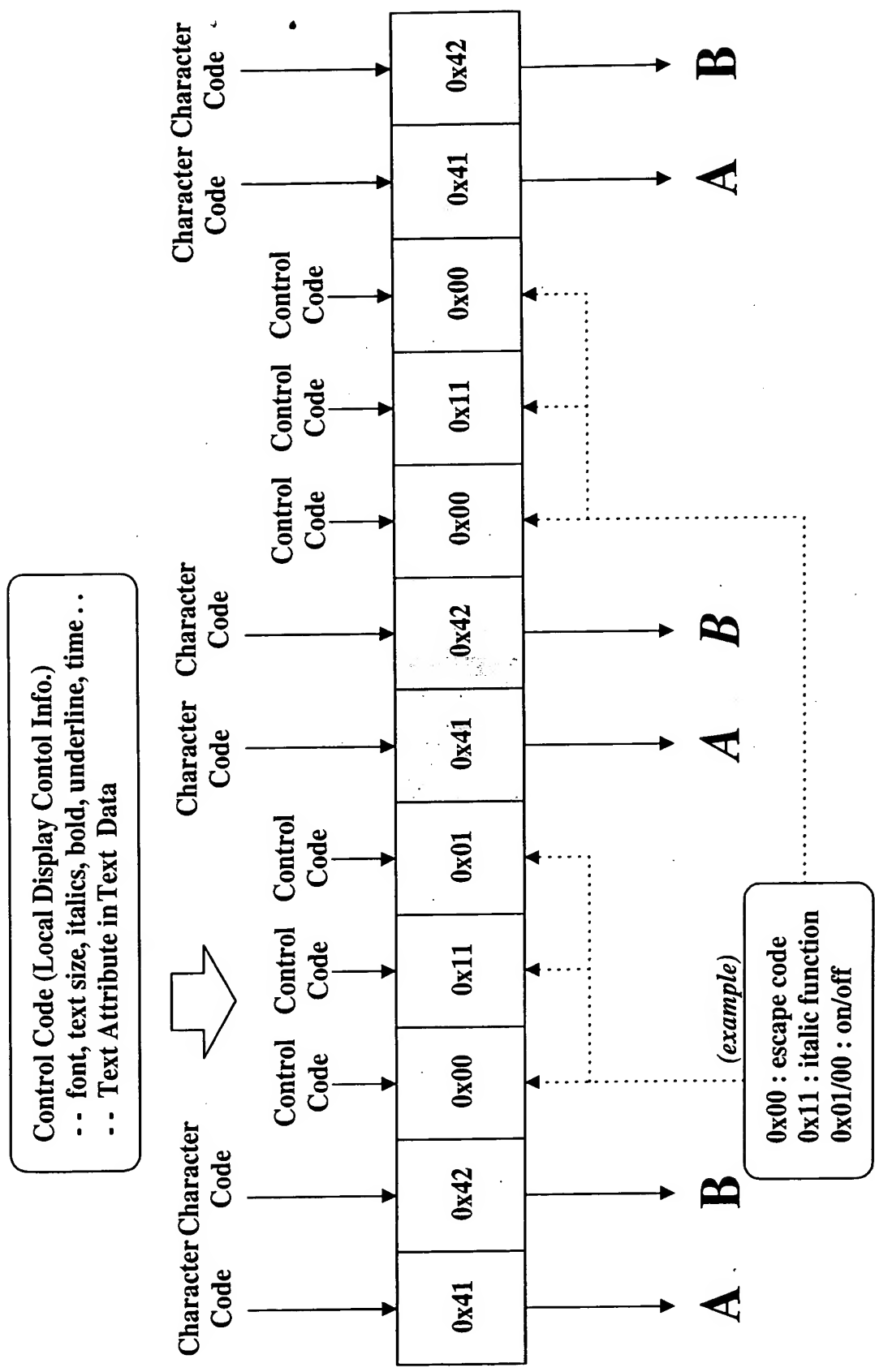


FIG. 5

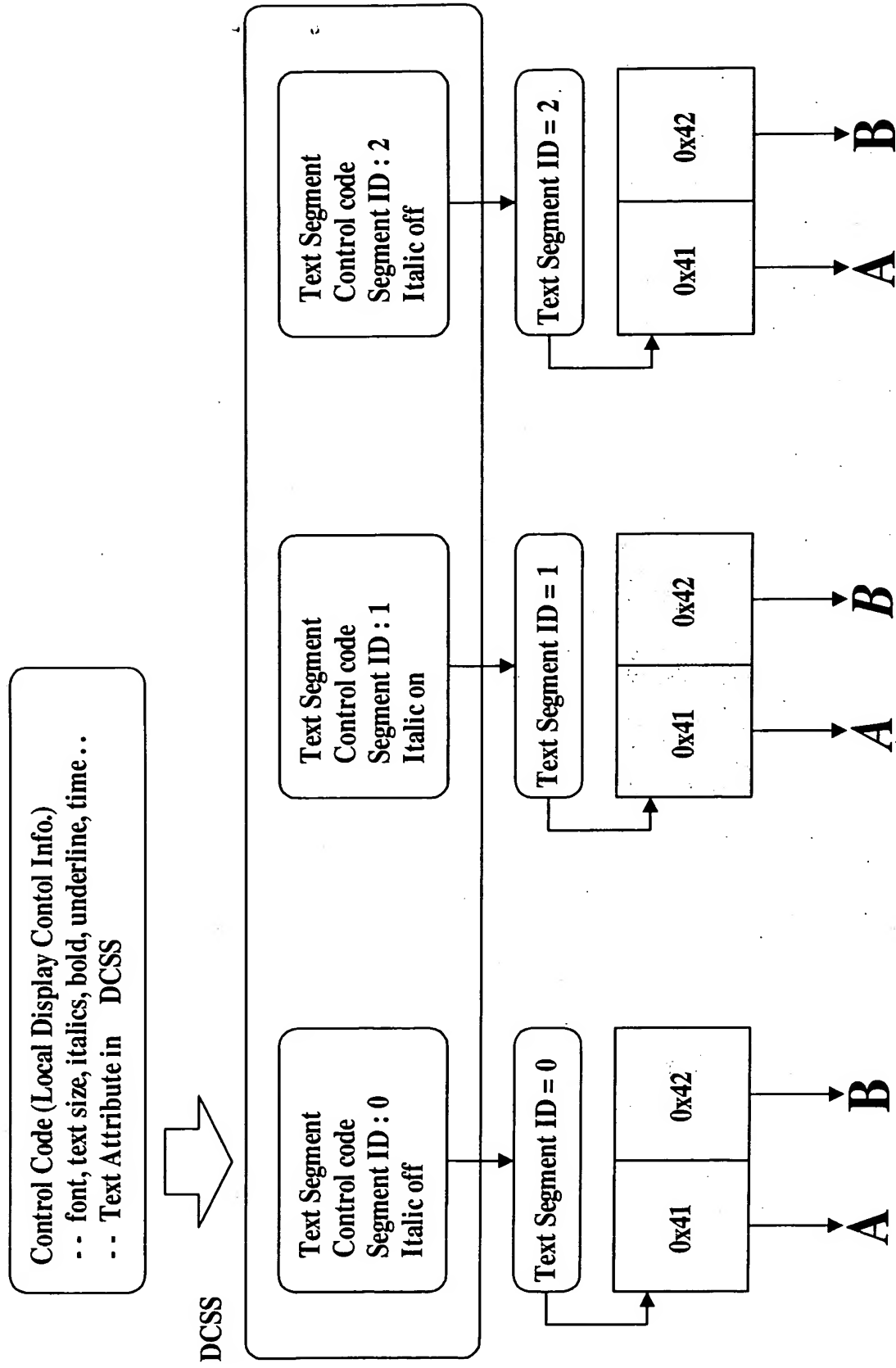


FIG. 6

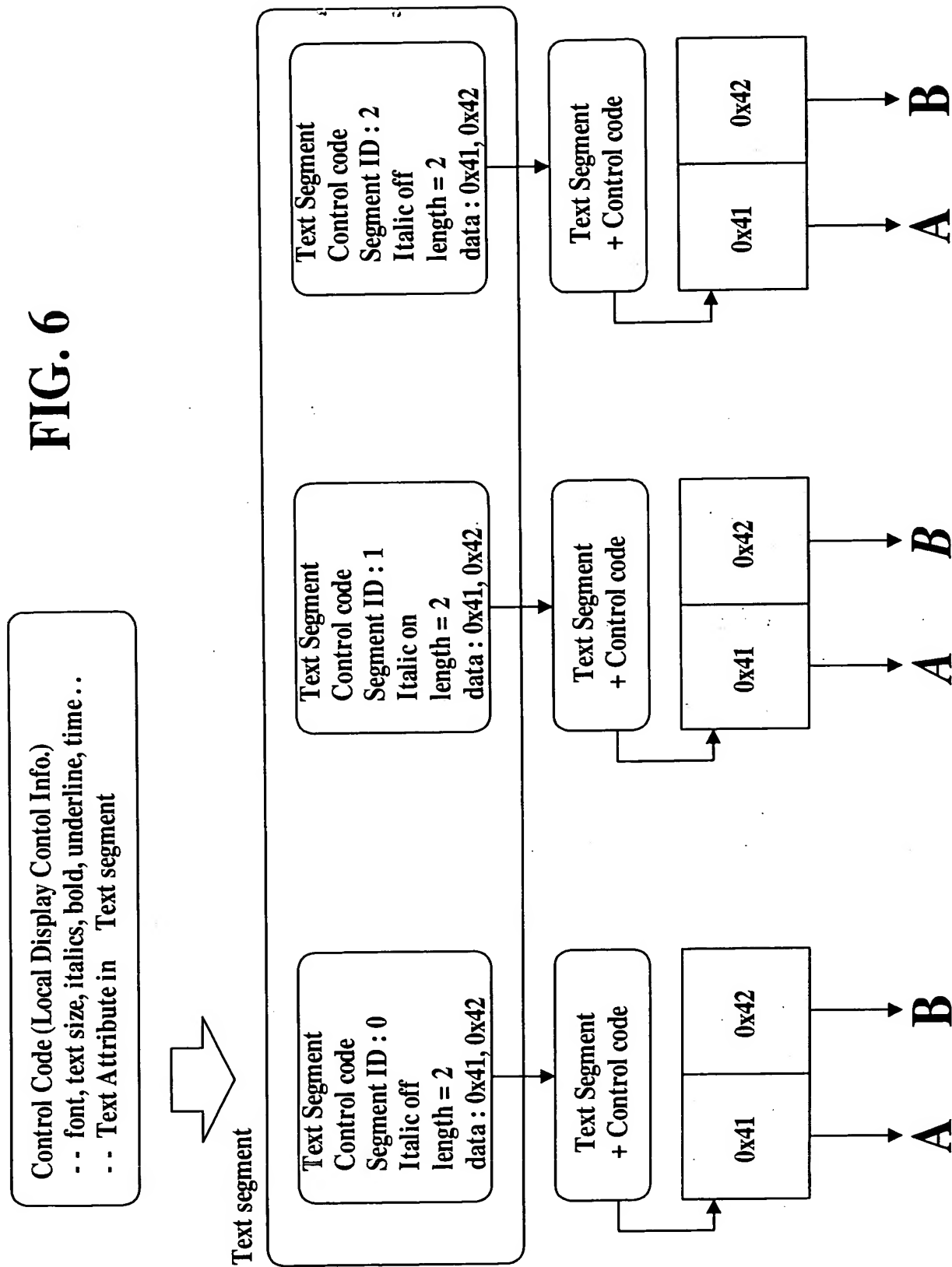


FIG. 7

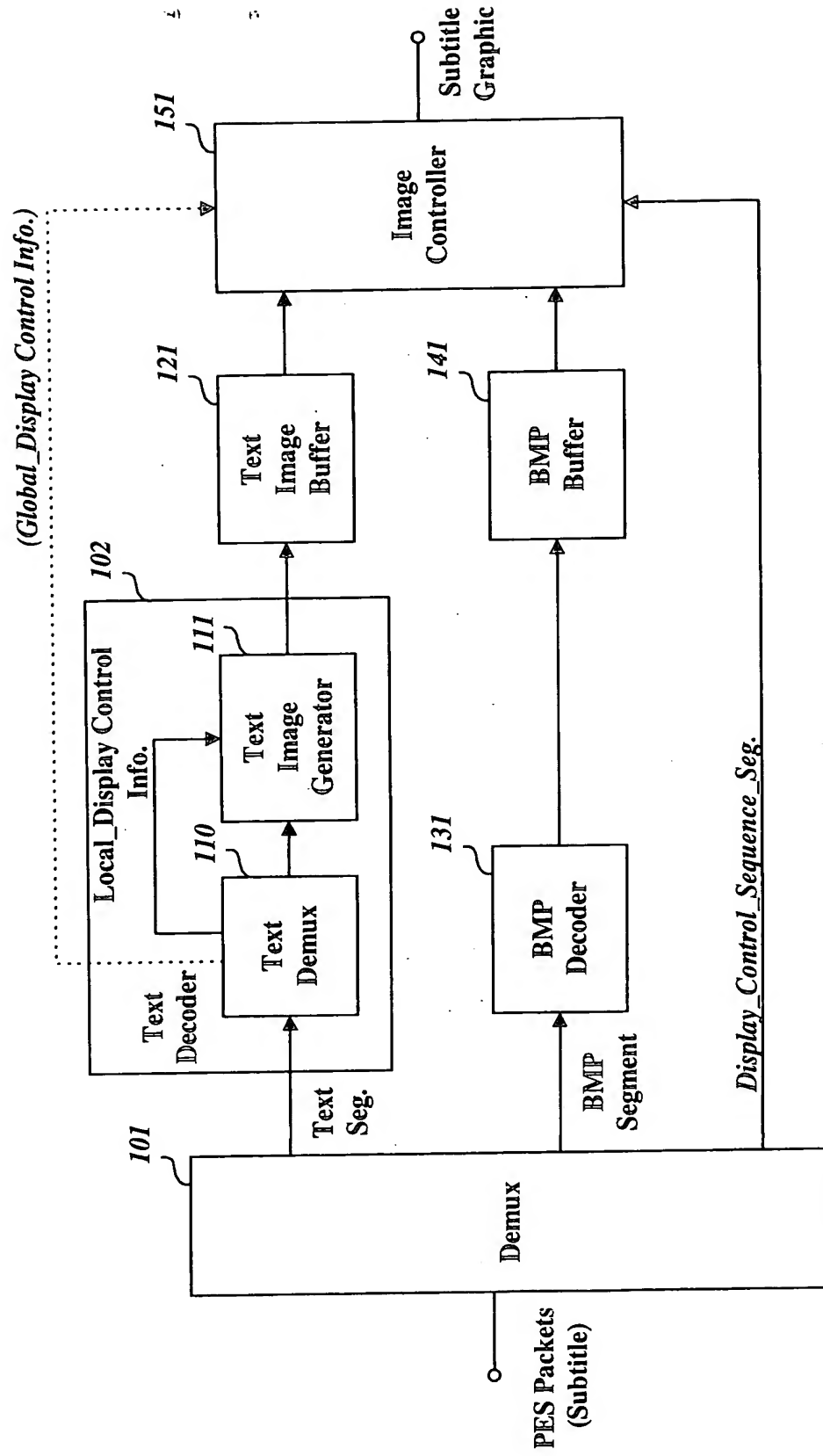


FIG. 8

